

A moving image for a game which is conducted at a specific location are distributed in real time, so as to implement a network participation type game which has an enhanced feeling of reality. By this game being distributed as a moving image in real time via a transmission line such as the Internet or a telephone line network, and by an unspecified number of people entering into conversation via terminal devices which receive this game, the game conducted at the specific location is executed, and thereby the feeling of reality is increased. Furthermore by including, in this game which is distributed as a moving image, reference time information which absorbs the time difference between the game which is conducted at the specific location and the game which is conducted upon the terminal device, players can participate in this game simultaneously in real time.